






















<p><b>FLOCK OF SMALL BIRDS</b></p> <p>You disturb a flock of small birds. They rise suddenly in front of you. Take MT 1</p> <p>Play on any party. If not affects own party.</p>	<p><b>4 Jumping Dinosaurs</b></p>  <p>Will try to jump at Balloons at less than 8" altitude. Catch hold on d10 roll of 2 – 1 per inch altitude.</p> <p>Mo 6", Fa 3/4/5 Ag 4, Me 0 Causes MT FV4 within 6" Play on any balloon. You may keep this card.</p>	<p><b>Jet of choking volcanic gas</b></p>  <p>A sudden jet of hot gas blasts from the ground. One random figure is knocked over and loses his/her weapon on a d6 roll of 1 The weapon may be recovered next go if they roll 4+</p>	<p><b>Boiling Mud Pool</b></p>  <p>That flat ground is a thin crust that gives way underfoot. Select a party member at random. Falls in and it takes a score of 4+ on a d6 to free them. Add 1 for each additional person helping. These assistants may not shoot or fight this turn. A roll of 1 means that the victim is slowly sucked under and disappears to a horrible death.</p>
<p><b>RAPTOR ATTACK</b></p>  <p>Mo 8", Fa 3/4/6, ag 0, Me 0, Claw Slash Bst+1 causes MT at 6" FV3, 2 –3 raptors attack front figure 3-4 – 3 raptors attack from side 5-6 – 2 raptors attack rear figure <b>PLAY IMMEDIATELY</b> Play on another party or it affects you!</p>	<p><b>Jungle Hunter</b></p>  <p>A lone hunter stands in the way of the party. He is curious. 1-4 challenges leader to fight 5-8 Offers to trade pelt for a knife 9-10 joins party as guide WA, Mo 5", Sw 6", Fa 2/3/5, Ag 0, Th 0, Me +0, Bow3" Knife 0, Pst0;</p>	<p><b>Spike Trap</b></p>  <p>The ground gives way beneath a random figure. It is a large trap with large spikes to trap dinosaurs. The figure is impaled if he rolls 1 on a d6. If a dinosaur falls in: 1 Apparently Dead 2-3 Downed; 4,5 Stagger 6 Flinch</p>	<p><b>Tar Pit</b></p>  <p>That flat ground is a thin crust that gives way underfoot. Select a party member at random. Falls in and it takes a score of 4+ on a d6 to free them. Add 1 for each additional person helping. These assistants may not shoot or fight this turn. A roll of 1 means that the victim is slowly sucked under and disappears to a horrible death.</p>
<p>"ARRRGGH! I'M GETTING STUNG!" A swarm of ants attacks the party. Lose 2" move and –1 from all die rolls.</p> <p><b>PLAY IMMEDIATELY</b> Play on another party or it affects you!</p>	<p><b>Tribal huntress</b></p>  <p>A lone huntress stands in the way of the party. 1-4 challenges leader to fight 5-8 Offers to trade pelt for a knife 9-10 joins party as guide WA, Mo 5", Sw 6", Fa 2/3/5, Ag 0, Th 0, Me +0, Bow Stone axe 0, Pst0;</p>	<p><b>LAVA BEAST</b></p>  <p>Place within 9" of volcano or lava pit. Mo 4", Fa 3/4/6, Ag -1, Me 3. Causes MT FV4 within 6" Causes fire in contact with combustible material Takes 3 hits to drop Play on another party or it affects you!</p>	<p><b>DIFFICULT TERRAIN QUICKSAND</b></p> <p>The ground gives way beneath a random figure. It is a pool of quicksand The figure is sinking and needs to be pulled out by his comrades 4+ to succeed. Only 2 attempts can be made then he disappears for ever. Sad... <b>PLAY IMMEDIATELY</b></p>

<p style="text-align: center;"><b>Triceratops</b></p>  <p>Move all triceratops now. Any within 6" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p> <p>Stupid and very short sighted. If suddenly disturbed, it will charge in a straight line. Can be avoided on 3+ on d6</p>	<p style="text-align: center;"><b>Sauropods</b></p>  <p>Move all sauropods now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p>	<p style="text-align: center;"><b>ARTEFACT</b> Carved Skull</p> <p>A skull carved from a single piece of green crystal is in a niche in a large stone.</p> <p>The workmanship is exquisite with no visible tool marks.</p> <p>This must be taken out of the valley to count towards victory points</p>	<p style="text-align: center;"><b>USEFUL STUFF</b> FLASH POWDER</p> <p>You stumble across a small canvas bag full of flash powder.</p> <p>There is enough to create two dramatic flashes and puffs of smoke. All you need do to activate it is to ignite it.</p> <p>Remember, it is volatile stuff and any spark will set off exposed powder</p>
<p style="text-align: center;"><b>Hadrosaur</b></p>  <p>Move all Hadrosaurs now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 4/5/7 Ag -1, Me +1 Causes MT FV1 within 6"</p>	<p style="text-align: center;"><b>Ankylosaurus</b></p>  <p>Move all Ankylosaurs arg now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me +2 Causes MT FV1 within 6" Tail hit Bst +3 1-2 Flinch; 3-4 Stagger 5-6 Down</p>	<p style="text-align: center;"><b>ARTEFACT</b></p> <p>Lying part buried is a native artefact.</p> <p>It appears to be some sort of idol made of gold. It takes but a few moments to free it. Despite the earth sticking to it the idol looks as if it will clean up nicely.</p> <p>It is probably worth a considerable amount of cash.</p> <p>It is definitely worth a small fortune to a collector or museum</p>	<p style="text-align: center;"><b>"THAT LOOKS SUSPICIOUS"</b></p> <p>You see a suspicious item on the ground. It turns out to be harmless but you lose 3" move.</p> <p style="text-align: center;"><b>PLAY NOW</b></p>
<p style="text-align: center;"><b>Lone Tyrannosaur</b></p>  <p>Looking for an easy meal. Will attack anything within neuserk range. Mo 6", Fa 5/6/7 Ag 3, Me +5 Causes MT FV4 within 6"</p>	<p style="text-align: center;"><b>Stegosaurus</b></p>  <p>Move all stegasaurus now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 4/5/6 Ag -1, Me +2 Causes MT FV2 within 6" A truly stupid creature.</p>	<p style="text-align: center;"><b>USEFUL STUFF</b> 6" Vine ropes</p> <p>Looped around the vegetation are vines that look like they are natural ropes.</p> <p>A short inspection reveals that they are quite robust and have a sticky flower at the end that acts as a grapnel. <b><u>YOU MAY KEEP THIS CARD</u></b></p>	<p>It is quiet. Very Quiet.</p> <p>Nothing much happens this turn for you, not even another player can disturb you with an unpleasant adventure card.</p> <p style="text-align: center;"><b>Play this card now!</b></p>

<p>Triceratops</p>  <p>Move all triceratops now. Any within 6" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p> <p>Stupid and very short sighted. If suddenly disturbed, it will charge in a straight line. Can be avoided on 3+ on d6</p>	<p>Sauropods</p>  <p>Move all sauropods now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p>	<p>UNKNOWN CREATURE Blue Howler</p>  <p>Pack of 3 Mo 6", Fa 2/3/5, Ag 0, Me 0. Causes MT FV2 within 6": Fear Roar range 4" FV4 <b>PLAY IMMEDIATELY</b> Play on another party or it affects you</p>	<p>CALAMITY <b>PLAY IMMEDIATELY</b> One of the party sprains ankle lose 2" movement for two turns. Dice for which.</p> <p>Play on another party or it affects you!</p>
<p>Hadrosaur</p>  <p>Move all Hadrosaurs now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 4/5/7 Ag -1, Me +1 Causes MT FV1 within 6"</p>	<p>Ankylosaurus</p>  <p>Move all Ankylosaurs arg now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me +2 Causes MT FV1 within 6" Tail hit Bst +3 1-2 Flinch; 3-4 Stagger 5-6 Down</p>	<p>UNKNOWN CREATURE Blue Eared Worm</p>  <p>A pack of 3 within 3" of river Mo 4", Sw 6" Fa 2/3/5, Ag -2, Me -1, Bst 2 Trap on D6 5+ if wins melee. Causes MT FV2 within 6" <b>PLAY IMMEDIATELY</b> Play on another party or it affects you!</p>	<p>CALAMITY All gems are just polished crystal! All gems found to date by the party are worthless.</p> <p>Play on any party with diamonds. If not affects own party.</p>
<p>Lone Tyrannosaur</p>  <p>Looking for an easy meal. Will attack anything within neuserk range. Mo 6", Fa 5/6/7 Ag 3, Me +5 Causes MT FV4 within 6"</p>	<p>Stegosaurus</p>  <p>Move all stegasaurus now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 4/5/6 Ag -1, Me +2 Causes MT FV2 within 6" A truly stupid creature.</p>	<p>UNKNOWN CREATURE Brown Striker</p>  <p>Mo 6", Fa 2/3/5, Ag 0, Me -1. Causes MT FV2 within 6" <b>PLAY IMMEDIATELY</b> Play on another party or it affects you!</p>	<p>CALAMITY You find that the backpack containing your water supply has burst and the water containers have gone.</p> <p>Subtract 2" from move -1 from MT roll -1 in melee -1 on shooting roll Until you reach water.</p> <p>Play on any party. If not affects own party..</p>

<p><b>TREASURE</b></p> <p>Partly concealed by a rock outcrop are some raw gems.</p> <p>In their current state they not worth very much but once cut will realise a small fortune.</p> <p>You need to get these away to claim victory points</p>	<p><b>Triceratops</b></p>  <p>Move all triceratops now. Any within 6" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p> <p>Stupid and very short sighted. If suddenly disturbed, it will charge in a straight line. Can be avoided on 3+ on d6</p>	<p><b>Sauropods</b></p>  <p>Move all sauropods now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me -1 Causes MT FV1 within 6"</p>	<p><b>USEFUL STUFF</b> 6" Vine ropes</p> <p>Looped around the vegetation are vines that look like they are natural ropes.</p> <p>A short inspection reveals that they are quite robust and have a sticky flower at the end that acts as a grapnel.</p> <p><b><u>YOU MAY KEEP THIS CARD</u></b></p>
<p><b>A QUIET MOMENT</b></p> <p>But is it too quiet?</p> <p>Nothing much that is dangerous happens to you this turn.</p> <p>Breathe a sigh of relief.</p>	<p><b>Hadrosaur</b></p>  <p>Move all Hadrosaurs now. Any within 4" range will attack on a roll of 7+ Mo 4", Fa 4/5/7 Ag -1, Me +1 Causes MT FV1 within 6"</p>	<p><b>Ankylosaurus</b></p>  <p>Move all Ankylosaurs arg now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 5/6/7 Ag -1, Me +2 Causes MT FV1 within 6" Tail hit Bst +3 1-2 Flinch; 3-4 Stagger 5-6 Down</p>	<p><b>MORALE BOOST</b></p> <p>One of your party bursts into a stirring song.</p> <p>Add +1 to your MT roll.</p> <p>Add 2" to all movement rates.</p> <p>Add +1 in combat.</p> <p>No effect on shooting</p>
<p><b>A QUIET MOMENT</b></p> <p>But is it too quiet?</p> <p>Nothing much that is dangerous happens to you this turn.</p> <p>Breathe a sigh of relief.</p>	<p><b>Lone Tyrannosaur</b></p>  <p>Looking for an easy meal. Will attack anything within neuserk range. Mo 6", Fa 5/6/7 Ag 3, Me +5 Causes MT FV4 within 6"</p>	<p><b>Stegosaurus</b></p>  <p>Move all stegasaurus now. Any within 3" range will attack on a roll of 7+ Mo 4", Fa 4/5/6 Ag -1, Me +2 Causes MT FV2 within 6" A truly stupid creature.</p>	<p><b>MORALE BOOST</b></p> <p>One of your party bursts into a stirring song.</p> <p>Add +1 to your MT roll.</p> <p>Add 2" to all movement rates.</p> <p>Add +1 in combat.</p> <p>No effect on shooting</p>

Triceratops



Move all triceratops now.  
Any within 6" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me -1  
Causes MT FV1 within 6"  
  
Stupid and very short sighted.  
If suddenly disturbed, it will charge in a straight line.  
Can be avoided on 3+ on d6

Sauropods



Move all sauropods now.  
Any within 42" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me -1  
Causes MT FV1 within 6"

UNKNOWN CREATURE  
Blue Howler



Pack of 3  
Mo 6", Fa 2/3/5, Ag 0, Me 0.  
Causes MT FV2 within 6": Fear Roar range 4" FV4  
**PLAY IMMEDIATELY**  
Play on another party or it affects you

UNKNOWN CREATURE  
Gargoyle Bat



Single beast except within 12" of Skull Mountain then Flock of 4  
Mo 18", Fa 4/5/6,  
Ag 1, Me -1  
Causes MT FV1 within 6"  
Dive attack +1  
Drop stone d6 5+ to hit Bst 1  
**PLAY IMMEDIATELY**  
Play on another party or it affects you

Hadrosaur



Move all Hadrosaurs now.  
Any within 4" range will attack on a roll of 7+  
Mo 4", Fa 4/5/7  
Ag -1, Me +1  
Causes MT FV1 within 6"

Ankylosaurus



Move all Ankylosaurs arg now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me +2  
Causes MT FV1 within 6"  
Tail hit Bst +3  
1-2 Flinch; 3-4 Stagger  
5-6 Down

UNKNOWN CREATURE  
Blue Eared Worm



A pack of 3 within 3" of river  
Mo 4", Sw 6"  
Fa 2/3/5, Ag -2,  
Me -1, Bst 2  
Trap on D6 5+ if wins melee.  
Causes MT FV2 within 6"  
**PLAY IMMEDIATELY**  
Play on another party or it affects you!

Hadrosaur



Move all Hadrosaurs now.  
Any within 4" range will attack on a roll of 7+  
Mo 4", Fa 4/5/7  
Ag -1, Me +1  
Causes MT FV1 within 6"

Lone Tyrannosaur



Looking for an easy meal.  
Will attack anything within neuserk range.  
Mo 6", Fa 5/6/7  
Ag 3, Me +5  
Causes MT FV4 within 6"

Stegosaurus



Move all stegasaurus now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 4/5/6  
Ag -1, Me +2  
Causes MT FV2 within 6"  
A truly stupid creature.

UNKNOWN CREATURE  
Brown Stiker















Mo 6", Fa 2/3/5,  
Ag 0, Me -1.  
Causes MT FV2 within 6"  
**PLAY IMMEDIATELY**  
Play on another party or it affects you!

Stegosaurus



Move all stegasaurus now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 4/5/6  
Ag -1, Me +2  
Causes MT FV2 within 6"  
A truly stupid creature.

<p>Giant Crab</p>  <p>Swarm of 4 Mo 4", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores water terrain penalties.</p> <p><b>PLAY IMMEDIATELY</b> Place on beach area.</p>	<p>Giant Spider</p>  <p>Swarm of 4 Mo 6", Fa 2/3/5, Ag 3, Me -1. Causes MT FV2 within 6": Ignores terrain penalties except water. <b>PLAY IMMEDIATELY</b> Play on another party or it affects you</p>	<p>UNKNOWN CREATURE Giant Millipede</p>  <p>Mo 4", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores terrain penalties except water. <b>PLAY IMMEDIATELY</b> Play on another party or it affects you</p>	<p>Octopus</p>  <p>Attacks boat or people within 3" of shore. Can reach onto the mound by the sea. Roll d6 and octopus catches hold of a human on 5+ and a boat on 4+ Drags boat under water on d6 rol of 6 Mo 4", Fa 2/3/5, Ag -1, Me 0. Causes MT FV2 within 6": Ignores water penalties - double terrain penalties on land.</p>
<p>THUD! Pygmy catapult</p>  <p>A volley of stones hurtles down on your party. Roll a d6 for each member and on a 1-3 they are hit by a stone. D6 1,2=Flinch, 3,4=stagger 5,6=downed Take saving throw at +1</p>	<p>Pygmy attack</p>  <p>D6+2 Pygmies ambush you Mo5", Fa 2/3/5, Ag 2, Me -1 Blowpipe 12", Shots 1-4=1, 5-6=2 2"=3+, 4"=4+, 8"=5+ Anyone hit is poisoned on 5+ and takes an extra hit. Javelin 0-3" 3+ 3-6" 5+ Spear +2 first round of fighting Club -1 in fighting but 2 off saving throw if he wins.</p>	<p>Pygmy Attack</p>  <p>D6+2 Pygmies ambush you Mo5", Fa 2/3/5, Ag 2, Me -1 Blowpipe 12", Shots 1-4=1, 5-6=2 2"=3+, 4"=4+, 8"=5+ Anyone hit is poisoned on 5+ and takes an extra hit. Javelin 0-3" 3+ 3-6" 5+ Spear +2 first round of fighting Club -1 in fighting but 2 off saving throw if he wins.</p>	<p>Pygmy Attack</p>  <p>D6+2 Pygmies ambush you Mo5", Fa 2/3/5, Ag 2, Me -1 Blowpipe 12", Shots 1-4=1, 5-6=2 2"=3+, 4"=4+, 8"=5+ Anyone hit is poisoned on 5+ and takes an extra hit. Javelin 0-3" 3+ 3-6" 5+ Spear +2 first round of fighting Club -1 in fighting but 2 off saving throw if he wins.</p>
<p>THUD! Pygmy catapult</p>  <p>A volley of stones hurtles down on your party. Roll a d6 for each member and on a 1-3 they are hit by a stone. D6 1,2=Flinch, 3,4=stagger 5,6=downed Take saving throw at +1</p>	<p>THUD! Pygmy catapult</p>  <p>A volley of stones hurtles down on your party. Roll a d6 for each member and on a 1-3 they are hit by a stone. D6 1,2=Flinch, 3,4=stagger 5,6=downed Take saving throw at +1</p>	<p>UNKNOWN CREATURE Black Millipede</p>  <p>Mo 4", Fa 2/3/5, Ag 1, Me +1. Causes MT FV2 within 6": Ignores terrain penalties except water. <b>PLAY IMMEDIATELY</b> Play on another party or it affects you</p>	<p>UNKNOWN CREATURE Giant Wasp</p>  <p>Mo (fly) 10", Fa 2/3/5, Ag 1, Me -2. Causes MT FV2 within 6": Ignores terrain penalties. <b>PLAY IMMEDIATELY</b> Play on another party or it affects you</p>

Triceratops



Move all triceratops now.  
Any within 6" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me -1  
Causes MT FV1 within 6"  
  
Stupid and very short sighted.  
If suddenly disturbed, it will charge in a straight line.  
Can be avoided on 3+ on d6

Sauropods



Move all sauropods now.  
Any within 42" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me -1  
Causes MT FV1 within 6"

UNKNOWN CREATURE  
Blue Howler



Pack of 3  
Mo 6", Fa 2/3/5, Ag 0, Me 0.  
Causes MT FV2 within 6": Fear Roar range 4" FV4  
**PLAY IMMEDIATELY**  
Play on another party or it affects you

UNKNOWN CREATURE  
Gargoyle Bat



Single beast except within 12" of Skull Mountain then Flock of 4  
Mo 18", Fa 4/5/6,  
Ag 1, Me -1  
Causes MT FV1 within 6"  
Dive attack +1  
Drop stone d6 5+ to hit Bst 1  
**PLAY IMMEDIATELY**  
Play on another party or it affects you

Hadrosaur



Move all Hadrosaurs now.  
Any within 4" range will attack on a roll of 7+  
Mo 4", Fa 4/5/7  
Ag -1, Me +1  
Causes MT FV1 within 6"

Ankylosaurus



Move all Ankylosaurs arg now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 5/6/7  
Ag -1, Me +2  
Causes MT FV1 within 6"  
Tail hit Bst +3  
1-2 Flinch; 3-4 Stagger  
5-6 Down

UNKNOWN CREATURE  
Blue Eared Worm



A pack of 3 within 3" of river  
Mo 4", Sw 6"  
Fa 2/3/5, Ag -2,  
Me -1, Bst 2  
Trap on D6 5+ if wins melee.  
Causes MT FV2 within 6"  
**PLAY IMMEDIATELY**  
Play on another party or it affects you!

Hadrosaur



Move all Hadrosaurs now.  
Any within 4" range will attack on a roll of 7+  
Mo 4", Fa 4/5/7  
Ag -1, Me +1  
Causes MT FV1 within 6"

Lone Tyrannosaur



Looking for an easy meal.  
Will attack anything within neuserk range.  
Mo 6", Fa 5/6/7  
Ag 3, Me +5  
Causes MT FV4 within 6"

Stegosaurus



Move all stegasaurus now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 4/5/6  
Ag -1, Me +2  
Causes MT FV2 within 6"  
A truly stupid creature.

UNKNOWN CREATURE  
Brown Stiker



Mo 6", Fa 2/3/5,  
Ag 0, Me -1.  
Causes MT FV2 within 6"  
**PLAY IMMEDIATELY**  
Play on another party or it affects you!

Stegosaurus



Move all stegasaurus now.  
Any within 3" range will attack on a roll of 7+  
Mo 4", Fa 4/5/6  
Ag -1, Me +2  
Causes MT FV2 within 6"  
A truly stupid creature.

### Triceratops



Move all triceratops now.  
 Any within 6" range will attack on a roll of 7+  
 Mo 4", Fa 5/6/7  
 Ag -1, Me -1  
 Causes MT FV1 within 6"

Stupid and very short sighted.  
 If suddenly disturbed, it will charge in a straight line.  
 Can be avoided on 3+ on d6

### Sauropods



Move all sauropods now.  
 Any within 42" range will attack on a roll of 7+  
 Mo 4", Fa 5/6/7  
 Ag -1, Me -1  
 Causes MT FV1 within 6"

### Pygmy attack



D6+2 Pygmies ambush you  
 Mo 5", Fa 2/3/5, Ag 2, Me -1  
 Blowpipe 12", Shots 1-4=1, 5-6=2  
 2"=3+, 4"=4+, 8"=5+  
 Anyone hit is poisoned on 5+ and takes an extra hit.  
 Javelin 0-3" 3+ 3-6" 5+  
 Spear +2 first round of fighting  
 Club -1 in fighting but 2 off saving throw if he wins.

### UNKNOWN CREATURE Gargoyle Bat



Single beast except within 12" of Skull Mountain then Flock of 4  
 Mo 18", Fa 4/5/6,  
 Ag 1, Me -1  
 Causes MT FV1 within 6"  
 Dive attack +1  
 Drop stone d6 5+ to hit Bst 1  
**PLAY IMMEDIATELY**  
 Play on another party or it affects you

### Hadrosaur



Move all Hadrosaurs now.  
 Any within 4" range will attack on a roll of 7+  
 Mo 4", Fa 4/5/7  
 Ag -1, Me +1  
 Causes MT FV1 within 6"

### Ankylosaurus



Move all Ankylosaurs arg now.  
 Any within 3" range will attack on a roll of 7+  
 Mo 4", Fa 5/6/7  
 Ag -1, Me +2  
 Causes MT FV1 within 6"  
 Tail hit Bst +3  
 1-2 Flinch; 3-4 Stagger  
 5-6 Down

### ANKYL BYTAH Pygmy Great Chief



The Great Chief, his entourage and D6+4 Warriors bar one party's way.

See Pygmy card for stats

### Hadrosaur



Move all Hadrosaurs now.  
 Any within 4" range will attack on a roll of 7+  
 Mo 4", Fa 4/5/7  
 Ag -1, Me +1  
 Causes MT FV1 within 6"

### Lone Tyrannosaurus



Looking for an easy meal.  
 Will attack anything within neuserk range.  
 Mo 6", Fa 5/6/7  
 Ag 3, Me +5  
 Causes MT FV4 within 6"

### Stegosaurus



Move all stegasaurus now.  
 Any within 3" range will attack on a roll of 7+  
 Mo 4", Fa 4/5/6  
 Ag -1, Me +2  
 Causes MT FV2 within 6"  
 A truly stupid creature.

### NIH GRABBA Pygmy Chief



The chief, standard bearer and witchdoctor plus  
 D6+2 Pygmies ambush you  
 Mo 5", Fa 2/3/5, Ag 2, Me -1  
 Blowpipe 12", Shots 1-4=1, 5-6=2  
 2"=3+, 4"=4+, 8"=5+  
 Anyone hit is poisoned on 5+ and takes an extra hit.  
 Javelin 0-3" 3+ 3-6" 5+  
 Spear +2 first round of fighting  
 Club -1 in fighting but 2 off saving throw if he wins.

### Stegosaurus



Move all stegasaurus now.  
 Any within 3" range will attack on a roll of 7+  
 Mo 4", Fa 4/5/6  
 Ag -1, Me +2  
 Causes MT FV2 within 6"  
 A truly stupid creature.



UNKNOWN CREATURE  
Voracious Worm



Mo 3", Fa 4/5/6, Ag -2, Me +2.  
Causes MT FV4 within 6":

Place within 6" of swamp

UNKNOWN CREATURE  
Great Fire Worm



Swarm of worms.  
Mo 3", Fa 2/3/5, Ag -1, Me -2.  
Causes MT FV2 within 6":

Place within 9" of volcano.

SURVIVOR  
Tim Burr



Mo6", Fa 2/3/5, Ag 0, Me 0  
Rifle 36"; Shots 1-3=1, 4,5=2 6=3  
SDD-1  
2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+,  
24" 8+, 36" 9

SURVIVOR  
Doug Graves



Mo6", Fa 2/3/5, Ag 0, Me 0  
Rifle 36"; Shots 1-3=1, 4,5=2 6=3  
SDD-1  
2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+,  
24" 8+, 36" 9

PILOT  
Les Gohome



Mo6", Fa 2/3/5, Ag 0, Me 0  
Pistol Shots 1-3=1, 4,5=2 6=3  
SDD 0  
2" 3+, 4" 4+, 8", 5+, 12 6+

PILOT  
Dan Bustaire



Mo6", Fa 2/3/5, Ag 0, Me 0  
Pistol Shots 1-3=1, 4,5=2 6=3  
SDD 0  
2" 3+, 4" 4+, 8", 5+, 12 6+

PILOT  
Twain Hammond-Egges



Mo6", Fa 2/3/5, Ag 0, Me 0  
Pistol Shots 1-3=1, 4,5=2 6=3  
SDD 0  
2" 3+, 4" 4+, 8", 5+, 12 6+

COX'N  
Rocky Zahedd



Carries a long sharp knife  
Mo6", Fa 2/3/5, Ag 0, Me 1

SURVIVOR  
Gorbals Wullie



Shouts his war cry  
"Ahm a Tiegurrr!"  
Mo6", Fa 2/3/5, Ag 0, Me 1  
Cutthroat razor -2  
Can make a sneak attack D6 4+ and  
evade if he loses thus taking no  
damage.

COX'N  
Dom Estoz



Thick and strong  
Carries 6" Rope  
Mo6", Fa 2/3/5, Ag 0, Me 2

COX'N  
Wayne Tushallow



Carries 6" Rope  
Mo6", Fa 2/3/5, Ag 0, Me 0

THE PRIZE  
Sue Flaye



Actress, dancer and singer  
Screams if frightened  
Mo6", Fa 2/3/5, Ag 2, Me -2

ADDS 1 to MT test for any party she  
is with.

ON FOOT



BLUE BALLOON



LAUNCH



PURPLE BALLOON












ON FOOT



RED BALLOON



<p><u>ATTACK ON BALLOON</u> UNKNOWN CREATURE Gargoyle Bat</p>  <p>Flock of 3 Mo 18", Fa 4/5/6, Ag 1, Me -1 Causes MT FV1 within 6" Dive attack +1 Drop stone d6 5+ to hit Bst 1 <b>Play this card immediately.</b> <b>It affects any airborne balloon.</b> <b>If not your balloon is attacked</b> <b>wherever it is.</b></p>	<p><u>ATTACK ON BALLOON</u> PTERODACTYL</p>  <p>A pterodactyl attacks the balloon. If fired at and any hit scored then the pterodactyl is driven off. If it attacks the balloon it inflicts d6 damage and the balloon falls that distance in inches NEXT turn. The damage can be repaired in two complete turn on the ground. <b>Play this card immediately.</b> <b>It affects any airborne balloon.</b> <b>If not your balloon is attacked</b> <b>wherever it is.</b></p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops D6 inches of height each move until the balloon lands. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops to the ground this move. Treat as a crash landing. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>
<p><u>ATTACK ON BALLOON</u> UNKNOWN CREATURE Gargoyle Bat</p>  <p>Flock of 3 Mo 18", Fa 4/5/6, Ag 1, Me -1 Causes MT FV1 within 6" Dive attack +1 Drop stone d6 5+ to hit Bst 1 <b>Play this card immediately.</b> <b>It affects any airborne balloon.</b> <b>If not your balloon is attacked</b> <b>wherever it is.</b></p>	<p><u>ATTACK ON BALLOON</u> PTERODACTYL</p>  <p>A pterodactyl attacks the balloon. If fired at and any hit scored then the pterodactyl is driven off. If it attacks the balloon it inflicts d6 damage and the balloon falls that distance in inches NEXT turn. The damage can be repaired in two complete turn on the ground. <b>Play this card immediately.</b> <b>It affects any airborne balloon.</b> <b>If not your balloon is attacked</b> <b>wherever it is.</b></p>	<p><u>BALLOON IN DANGER</u></p> <p><b>FLOCK OF BIRDS</b></p> <p>A flock of birds flies into the balloon and rips the fabric open. The balloon drops D6 inches of height each move until the balloon lands. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops to the ground this move. Treat as a crash landing. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>
<p><u>BALLOON IN DANGER</u></p> <p><b>SUDDEN WIND</b></p> <p>A sudden gust of wind blows your balloon off course 6" in a random direction before your pilot gets it under control.  <b>Play this card immediately.</b>  <b>It affects any airborne balloon.</b></p>	<p><u>BALLOON IN DANGER</u></p> <p><b>TURBULENCE</b></p> <p>Everyone in the basket must hold on tight – no shooting or photography. If anyone shoots or photographs roll a D6. 1,2 they fall from the basket.</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>FLOCK OF BIRDS</b></p> <p>A flock of birds flies into the balloon and rips the fabric open. The balloon drops D6 inches of height each move until the balloon lands. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops to the ground this move. Treat as a crash landing. It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>

<p><u>ENERGY BISCUITS</u></p> <p>The leader issues his packet of energy biscuits.</p> <p>Make a free double move without any fatigue or dice penalty.</p> <p><b>You may keep this card.</b></p> <p><b>May only be played by a party on foot.</b></p>	<p><u>WHAT AN AWFUL SMELL!</u></p>  <p>There is a dead dinosaur about 6" away. The smell is attracting any predators within smelling distance of the corpse. Those within 6" will immediately approach the corpse. Those within 12" roll D6 3+ they approach and at 18" 5+.</p> <p>Any that reach the corpse will defend it or try to take it from any creature within 6".</p> <p><b>FIGHT!!!</b></p>	<p><u>WANDERING SCIENTIST</u></p>  <p>Prof Impeccunio e is wandering about absentmindedly. Despite this he survives almost anything – any time he gets into trouble roll a D10. Only a result of 0 means that the trouble affects him.</p> <p>Mo 5", Fa 2,3,4 Ag 1, Me -2</p> <p>He is surprisingly agile!</p> <p>Carries an oil lamp, refills, small pick, camera, flash gun and other scientist things!</p>	<p><b>"GUIDE"</b></p>  <p><b>Awett M'Pantz</b> Mo6", Fa 2/3/5, Ag 0, Me 0 (+1 machete) Rifle 36"; Shots 1-3=1, 4,5=2 6=3 SDD-1 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9</p>
<p><u>ENERGY BISCUITS</u></p> <p>The leader issues his packet of energy biscuits.</p> <p>Make a free double move without any fatigue or dice penalty.</p> <p><b>You may keep this card.</b></p> <p><b>May only be played by a party on foot.</b></p>	<p><u>SURPRISE!</u></p>  <p>Just over there about 4" away, there is a dinosaur skeleton.</p> <p>You may spend next move collecting D6+2 Prestige Points.</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops D6 inches of height each move until the balloon lands.</p> <p>It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>	<p><b>"GUIDE"</b></p>  <p><b>Biqvatt Belli</b> Mo6", Fa 2/3/5, Ag 0, Me 0 (+1 machete) Rifle 36"; Shots 1-3=1, 4,5=2 6=3 SDD-1 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9</p>
<p><u>ENERGY BISCUITS</u></p> <p>The leader issues his packet of energy biscuits.</p> <p>Make a free double move without any fatigue or dice penalty.</p> <p><b>You may keep this card.</b></p> <p><b>May only be played by a party on foot.</b></p>	<p><u>OLD TRIBAL WARRIOR</u></p>  <p>A lone old warrior stands in the way of the party. He is curious.</p> <p>1-4 challenges leader to fight</p> <p>5-8 Offers to trade pelt for a knife</p> <p>9-10 joins party as guide</p> <p>Mo 5", Sw 6", Fa 2/3/5, Ag 0, Th 0, Me +0, Knife 0, Pst0;</p>	<p><u>BALLOON IN DANGER</u></p> <p><b>GAS LEAK!</b></p> <p>The fabric of the balloon rips open and the balloon drops to the ground this move.</p> <p>Treat as a crash landing.</p> <p>It is fairly slow but must be repaired. It takes 2 crew a complete turn on the ground to repair the rip.</p>	<p><b>"GUIDE"</b></p>  <p><b>Zilash Urrh</b> Mo6", Fa 2/3/5, Ag 0, Me 0 (+1 machete) Rifle 36"; Shots 1-3=1, 4,5=2 6=3 SDD-1 2" 3+, 4" 4+, 8", 5+, 12 6+18" 7+, 24" 8+, 36" 9</p>

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